A-PDF Image To PDF Demo. Purchase from www.A-PDF.com to remove the watermark

Nintendo

DISTRIBUTED FOR NINTENDO BY MATTEL

Printed in Japan

GBR

HOGAN'S ALLEY™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and do not meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

THIS SEAL IS YOUR ASSURANCE THAT **Nintendo®** HAS APPROVED THE QUALITY OF THIS PRODUCT

DISTRIBUTED FOR NINTENDO BY
*MATTEL U.K. LIMITED,
MERIDIAN WEST, LEICESTER, LE3 2WT
*MATTEL PTY. LIMITED AUSTRALIA
461 PLUMMER STREET,
PORT MELBOURNE, VICTORIA, 3207

Note: Conditions of warranty vary depending upon country.
Please refer to the appropriate warranty at the end of this booklet.

Thank you for selecting the Nintendo® Entertainment System™ Hogan's Alley™ Pak. This game requires the Zapper,™ Light Gun Attachment.

OBJECT OF THE GAME/GAME DESCRIPTION

Do you have what it takes to be an agent?
Test your skills, using the Zapper, in Hogan's Alley. There are three quick-draw games to choose from: First, practice making split second identification of the gangsters in a line-up. Next, move into the streets where enemy targets can pop up from anywhere, then show'em your stuff in the Trick Shoot, a rapid fire round for only the toughest G-men.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

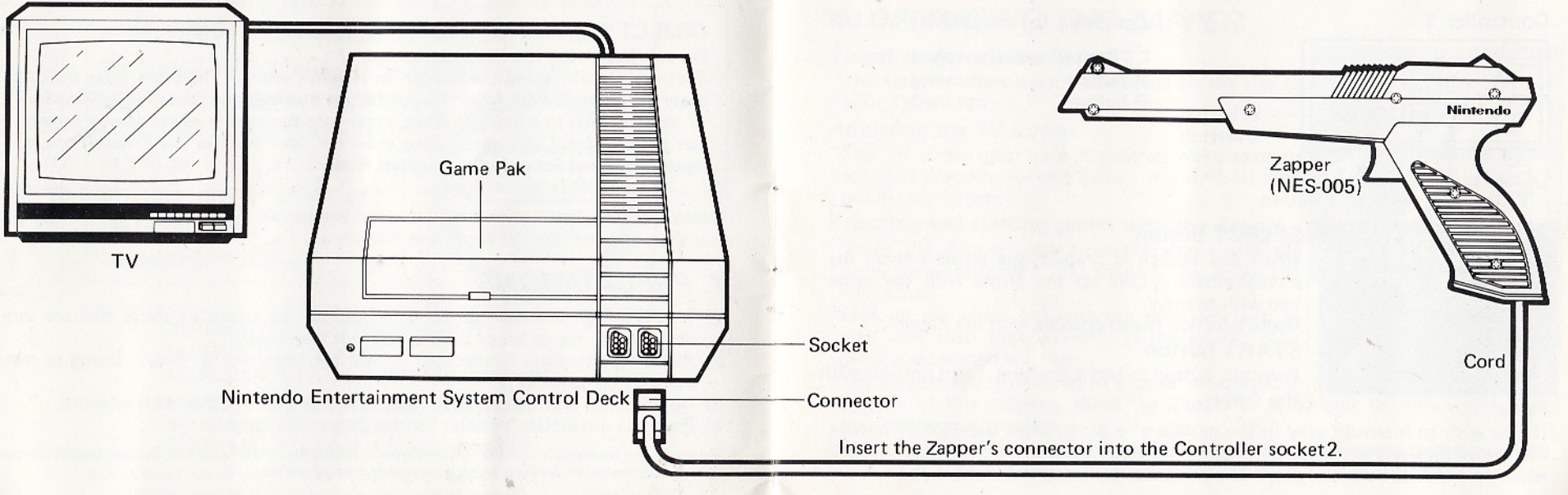
1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

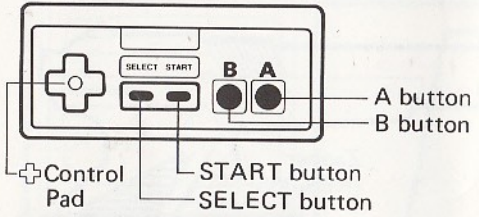
©1987 Nintendo

2. CONNECTING THE ZAPPER TO THE NINTENDO ENTERTAINMENT SYSTEM CONTROL DECK



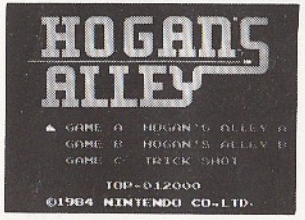
3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



Controller 1 – For START/SELECT

Control pad – not used.
A button – not used.
B button – not used.



SELECT button

When this button is pressed, the arrow (→) on the screen moves. Line up the arrow with the game you wish to play.
Game selection is also possible with the Zapper.

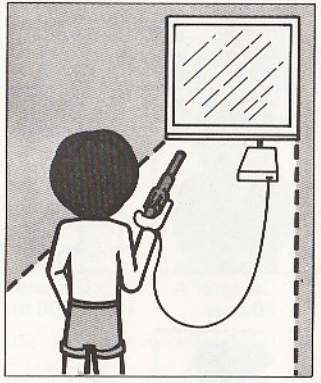
START button

Press this button to begin. Starting is also possible with the Zapper.

Pause:
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue play. The game will continue from where you left off.

* The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

4. OPERATING THE ZAPPER



Target range: approx. 6 feet

* The target range depends somewhat on the size of your TV.

Adjusting the TV screen

* The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Selecting and starting games with the Zapper

* Point the Zapper away from the screen with the game menu displayed, and shoot. The arrow (→) will move.
* Line up the arrow (→) with the game you wish to play, and then shoot directly at the screen. The game you selected will start.
The game menu is replaced by a game demonstration sequence after a set period of time. If this happens, shoot the Zapper to bring back the title screen, and then make your selection.
* Some TVs may not be adjusted properly for the game. Please adjust the picture controls if the game doesn't start when the Zapper is fired at the screen.

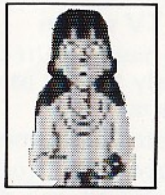
5. HOW TO PLAY

The people who appear on the panels in Game A and Game B are introduced in the demonstration sequence.
Three of the flashing panels are gangsters — shoot them as quickly as you can. The other panels are of a lady, a professor and a policeman — people you must not shoot.

Gangster A
500 pts.

Gangster B
1,000 pts.

Gangster C
2,000 pts.


Lady

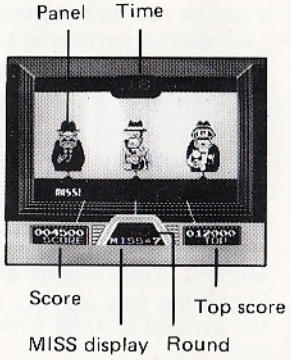
Professor

Policeman

Game A (Hogan's Alley A):
Find the gangster from among the panels, and shoot him.

- Three panels will appear facing sideways.
- All three panels will turn toward the front at the same time. Find the gangster, and shoot him.
- If the panel is hit just right, it will turn around.

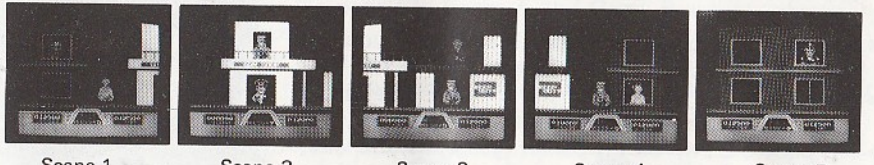
- If you shoot anyone other than a gangster, the panel you shoot will flash, and you will be penalized with a MISS.
- You will also be penalized with a MISS if you fail to shoot a gangster that has appeared.
- The display on the top of the screen indicates the number of seconds that the panels face forward.
- The people drawn on the panels (gangsters, the lady, the professor and the policeman) and their positions change continuously, calling for quick judgement.
- As you advance to later rounds the display time (seconds) for the panels shortens, and so the difficulty increases.



Game B (Hogan's Alley B):
Find the gangsters from among the panels that appear in the windows of the buildings or from out of the shadows, and shoot them.

- This game is played in the same way as Game A; shoot only the panels that have gangsters drawn on them.
- Five panels will appear in the windows or out of the shadows in each scene; however, their positions and the order in which they appear vary.
- The scene will change five times. If there are no MISSES, five panels will appear in each scene. Five scenes (composed of 25 panels) make up one round.

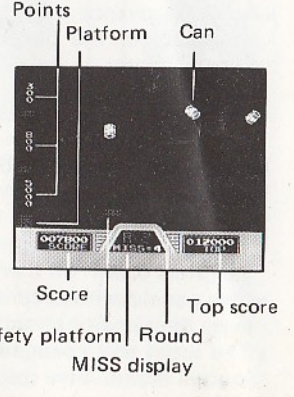
- As the rounds progress, the panels will move more quickly and will face forward for shorter periods of time, making play more difficult.



Scene 1 Scene 2 Scene 3 Scene 4 Scene 5

Game C (Trick Shooting):
Shoot the cans as they are thrown, keeping them in the air and guiding them onto the platforms at the left.

- Cans are thrown in from the right side of the screen, so shoot!
- If you hit a can, it will fly up.
- Keep shooting at the cans to keep them in the air, and guide them onto the platforms at the left.
- The points for each platform are displayed at the platform. The points will flash, and be added to your score whenever you get a can onto one of the platforms.
- You are penalized a MISS if a can falls to the bottom of the screen before reaching a platform.



- You can avoid MISSES by placing cans on the safety platform, but you won't get a very high score.
- Five cans will be thrown out for each round. They will be thrown from various directions.
- The cans move faster with each round.

Scoring

Games A and B:
The points you receive depend on which gangster panel you hit.
Game C:
The points shown at the platform where you land the can are added to your score.

Ending the games

Game A:
The game will end when you have been penalized with more than 10 MISSES.
Games B and C:
The game will end when you have been penalized with more than 10 MISSES, even if you are in the middle of a round.

MEMO

MEMO

90-DAY LIMITED WARRANTY NES GAME PAK BY MATTEL U.K. LIMITED

90-DAY LIMITED WARRANTY

Mattel U.K. Limited ("Mattel") warrants to the original consumer/purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To claim under this warranty you should return the product either to the shop at which it was purchased or the address below. Returns to the NES Service Department should be sent carriage prepaid and insured for loss or damage, together with your sales receipt or similar proof of purchase to;

NES Service Department
Hi-Tech Electronic Services Ltd.
Unit 2B
200 Rickmansworth Rd
Watford
Herts WD1 7JS
TEL: (0923) 41811

(BE SURE TO INCLUDE YOUR NAME, ADDRESS, PHONE NUMBER, SALES RECEIPT, PLUS A BRIEF DESCRIPTION OF THE FAULT.)

In the event of any problem phone the NES Service Department by calling (0923) 41811 (8:00 a.m. to 4:00 p.m., Monday to Friday).

You may be charged for repairs arising from defects not covered by this guarantee (see below). This guarantee is only valid if the product was purchased in the United Kingdom or Eire.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

This warranty/guarantee is in addition to and does not diminish your statutory or legal rights.

SERVICE AFTER EXPIRATION OF WARRANTY

If the Pak develops a problem after the 90-day warranty period, you may contact the NES Service Department at the phone number noted above. If the NES Service Technician is unable to solve the problem by phone, simply return the defective Pak, freight prepaid and insured for loss or damage, to the NES Service Department at the above address, enclosing a cheque or money order for £10.00, payable to Hi-Tech Electronic Services.

Mattel will, at its option, subject to conditions above, repair the Pak or replace it with a new or repaired Pak. If replacement Paks are not available, the defective Pak will be returned and the £10.00 payment refunded.

WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MATTEL BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

90-DAY LIMITED WARRANTY NES GAME PAK BY MATTEL PTY. LIMITED

90-DAY LIMITED WARRANTY

Mattel Pty. Limited ("Mattel") warrants to the original consumer/purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To receive this warranty service,
contact Mattel Pty. Limited
(nearest state office)

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MATTEL BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in Australia only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.